

# Sensitivities and Speeds for Future Space- and Ground-based Imaging Surveys

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... and thanks to Alex Kim, SNAP, & LSST collaborations

More details in:

G. Bernstein, “Advanced Exposure Time Calculations”, *PASP* January 2002

What is the most accurate possible information we can extract from astronomical images about

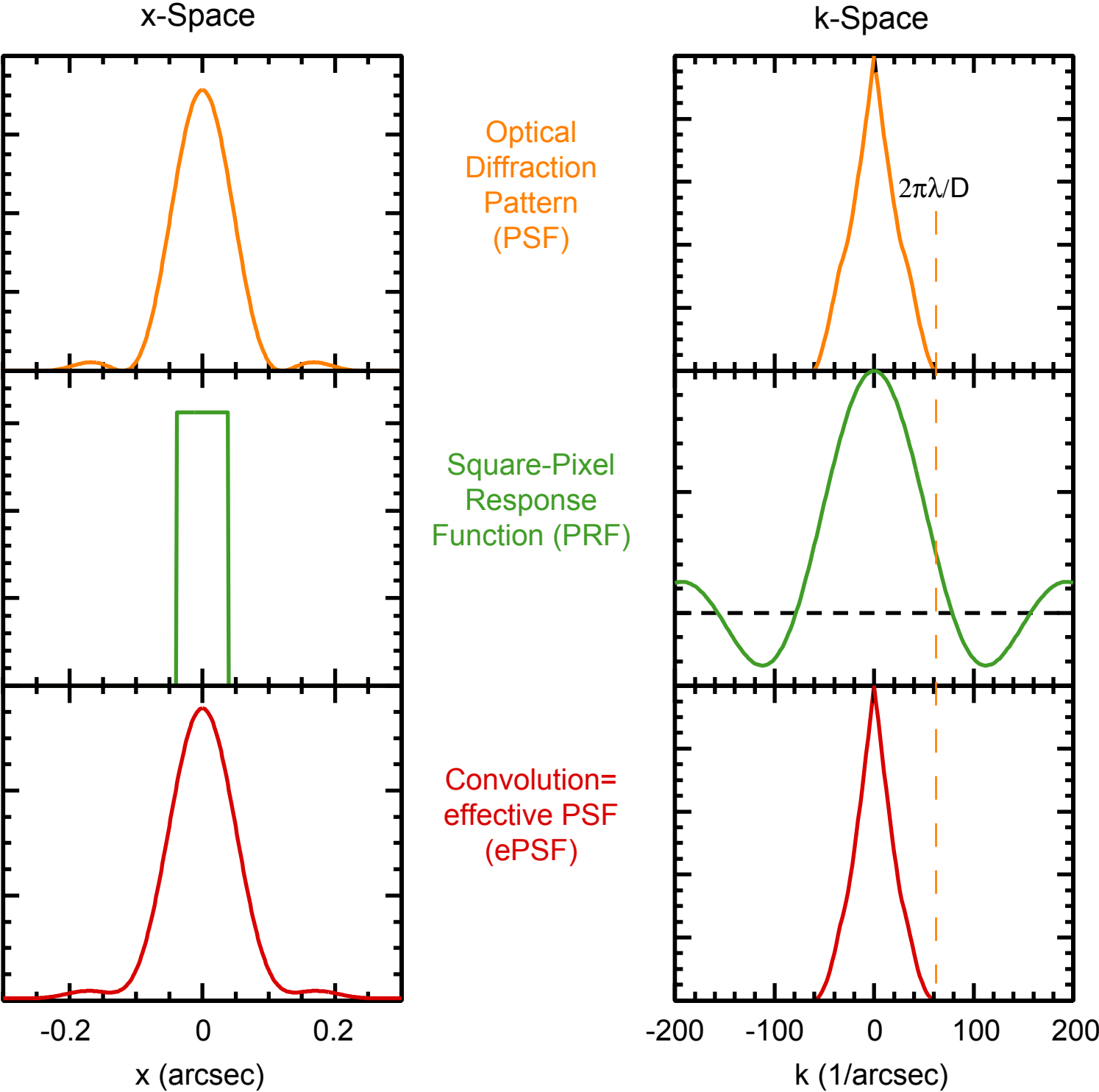
- Point source photometry (e.g. high- $z$  supernovae)
- Point source astrometry
- Galaxy photometry
- Galaxy ellipticities (weak gravitational lensing)

When we take into account the effects of:

- Shot noise from source
- Shot noise from zodiacal and atmospheric sky brightness
- Detector read noise and dark current
- Finite resolution from diffraction, aberrations, and seeing
- Finite pixel size and sampling
- Dithering strategies
- Information loss from cosmic rays

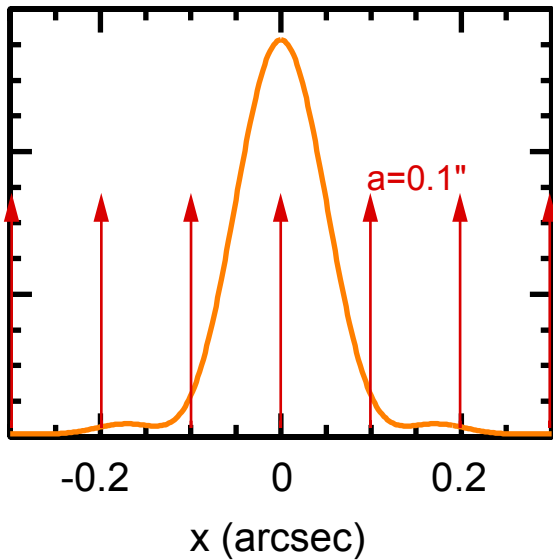
**What do these calculations tell us about the design choices (e.g. ground vs space) for imaging surveys?**

Effect of Pixelization on Point Sources:

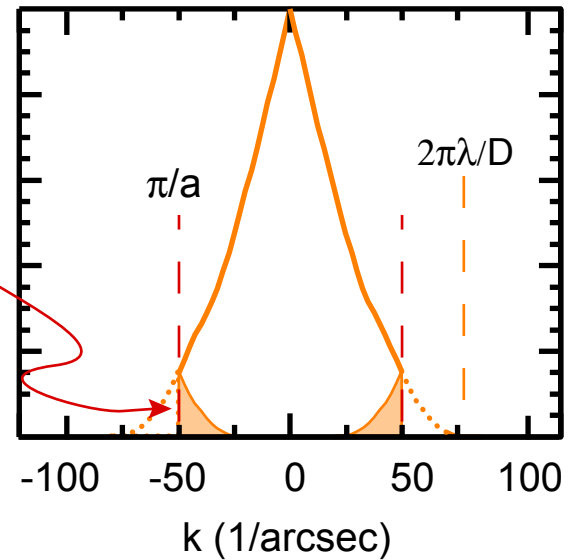


## Effect of Sampling on Point Sources:

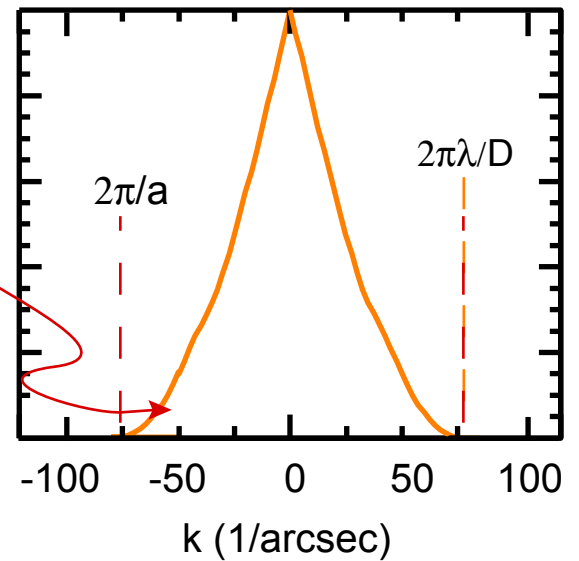
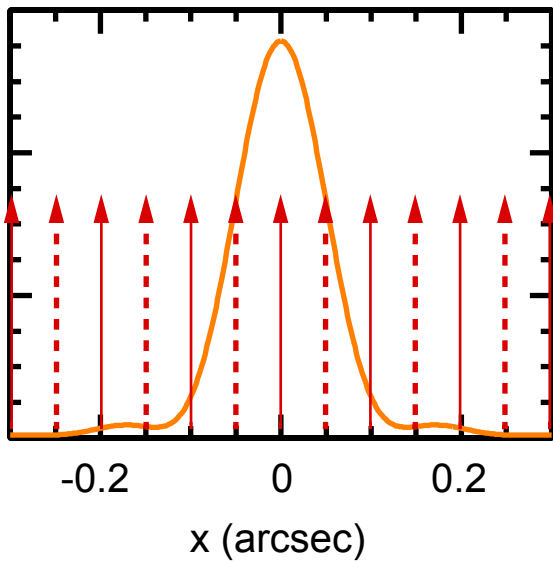
x-Space



k-Space

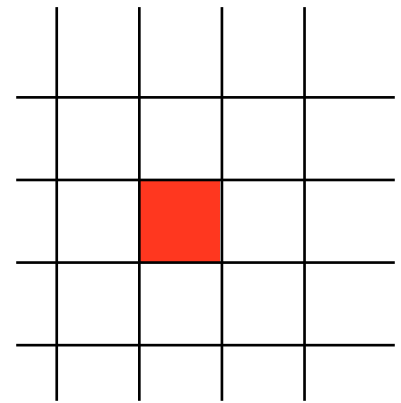
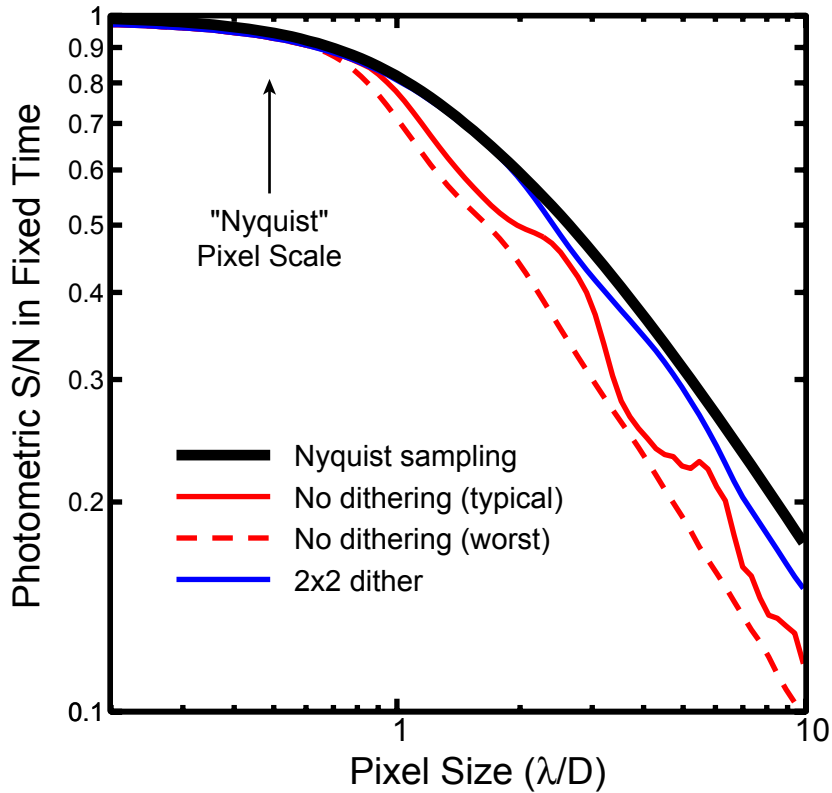


Sample ePSF  
on 0.1'' pixels:  
aliasing

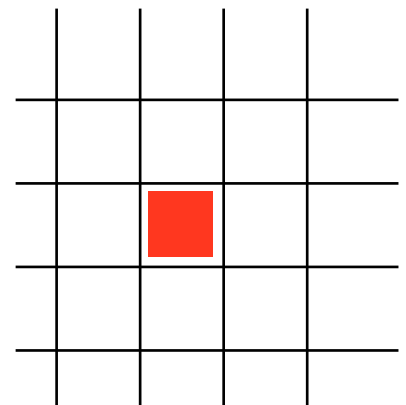
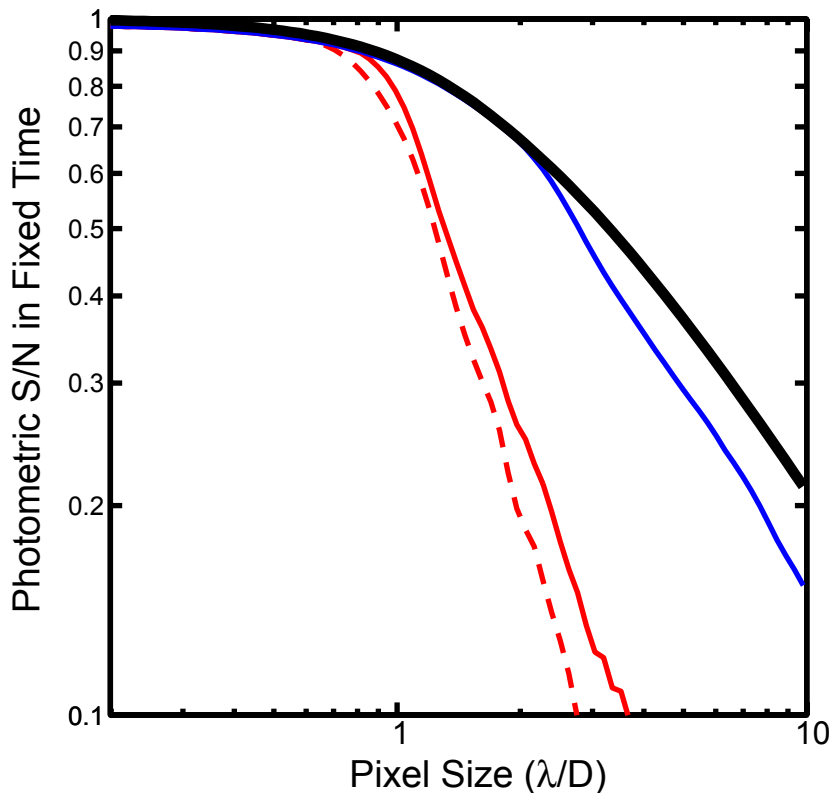


Dither to  
sample twice  
per 0.1'' pixel:  
no aliasing

## How Much Dithering is Best? (for point-source photometry)



Perfect square pixel response

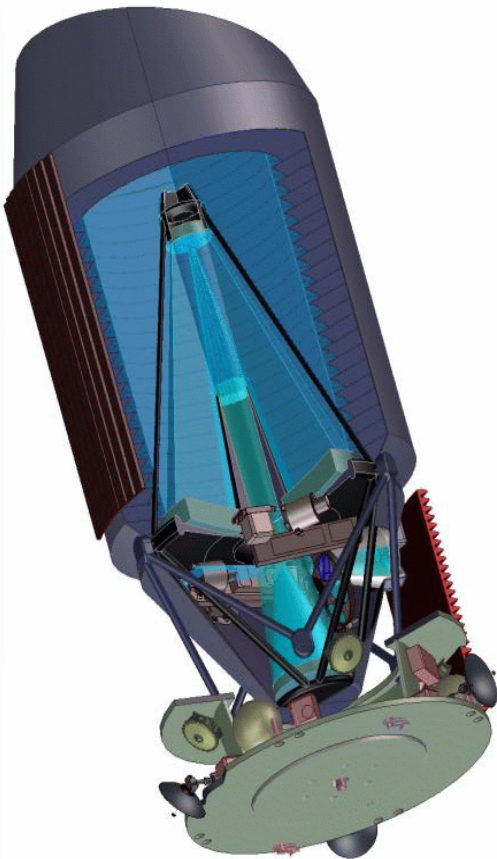
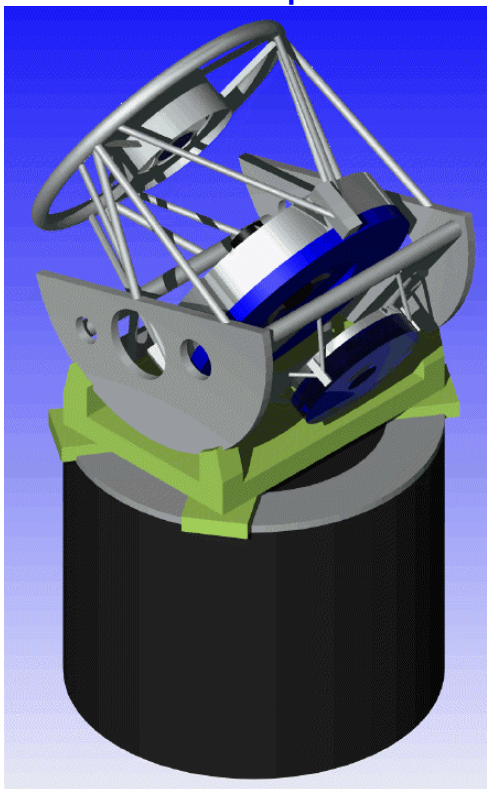


Pixel with 10% "dead zone"  
at edges

...2x2 dithering pattern recovers nearly all photometric information!

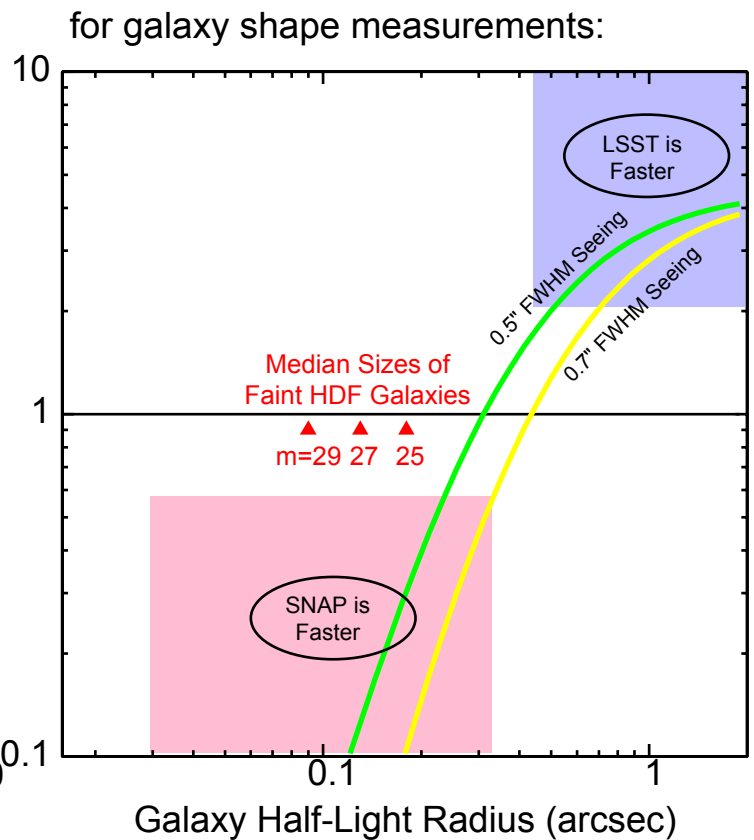
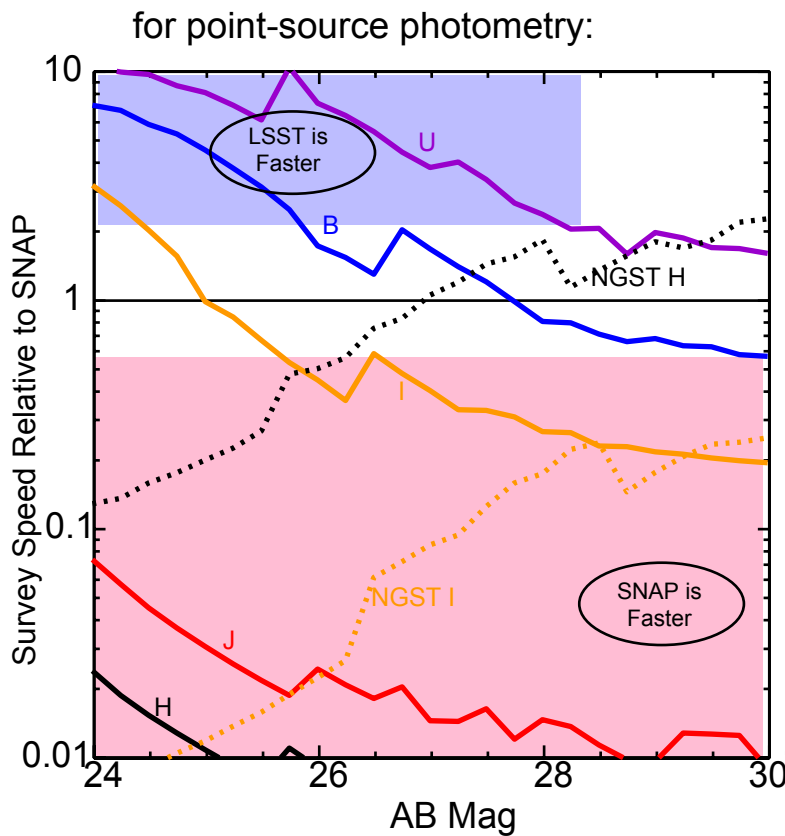
Billion-Pixel Observatories:  
Large Synoptic Survey Telescope (LSST)  
and  
Supernova /

(P)



	LSST	SNAP
Primary Mirror Diameter	8 meters (6.5-meter equivalent)	2.0 meters
CCD Field of View	8 square degrees	1 square degree
Number of CCD pixels	$1.3 \times 10^9$	$1.3 \times 10^9$
Angular Resolution	0.5"-0.7" (atmospheric seeing)	0.05"-0.1" (diffraction-limited)
Platform	Ground	Space
Nominal Exposure	20 sec.	300 sec.

# Which is more effective: ground or space survey?



**Noise sources** favor ground-based for:

- ★ Photometry of uncrowded point sources in U or B bands, or bright sources, e.g. SNe at  $z < 0.7$
- ★ Weak lensing observations of large/nearby/bright ( $m < 25$ ) galaxies
- ★ Detection of fast-moving sources, i.e. near-Earth objects

**Systematic errors** favor ground-based for:

- ★ Fast slews and rapid all-hemisphere coverage, e.g. NEOs and prompt gamma-ray burst followup

and space-based for:

- ★ Photometry in I band or near-IR bands, e.g. SNe at  $z > 0.8$
- ★ Weak-lensing measurements of  $m > 25$  objects for highest S/N and studies of dark matter evolution

and space-based for:

- ★ Stability of PSF and transmission give lowest systematic errors for point-source photometry and weak lensing.
- ★ Stability gives near-perfect difference imaging, e.g. for SNe and microlensing.
- ★ Stability of PSF and resolution best for crowded-field photometry of static sources
- ★ High-earth orbits offer most reliable cadences for time-variable targets.

## Fisher Information for point-source photometry:

For PSF-fitting of flux & position parameters to an image, the errors in fitted parameters are described by the Fisher matrix:

$$\mathbf{F}_{ij} = \sum_{k \in \text{pixels}} \frac{\frac{\partial I_k}{\partial p_i} \frac{\partial I_k}{\partial p_j}}{\text{Var}(I_k)} \quad \text{Cov}(p_i, p_j) = (\mathbf{F}^{-1})_{ij}$$

Sum over all pixels in all (dithered) exposures. In the event of a cosmic ray, we just skip the sum term for the affected pixels.

## Figures of Merit for Nyquist-sampled, background-limited observations:

Photometry or detection of point sources:

$$A_{S/N} = \iint d^2k |P^2(k)| |R^2(k)|$$

Where  $P(k)$  and  $R(k)$  are the FT's of the optical PSF and the pixel response function.

Astrometry of point sources:

$$A_{\text{centroid}}^2 = \iint d^2k k^2 |P^2(k)| |R^2(k)|$$

Measurement of galaxy ellipticities –  $g(k)$  is FT of galaxy profile:

$$\sigma_e^{-2} \propto \iint d^2k k^2 |P^2(k)| |R^2(k)| \left| \left( \frac{\partial g}{\partial |k|} \right)^2 \right|$$